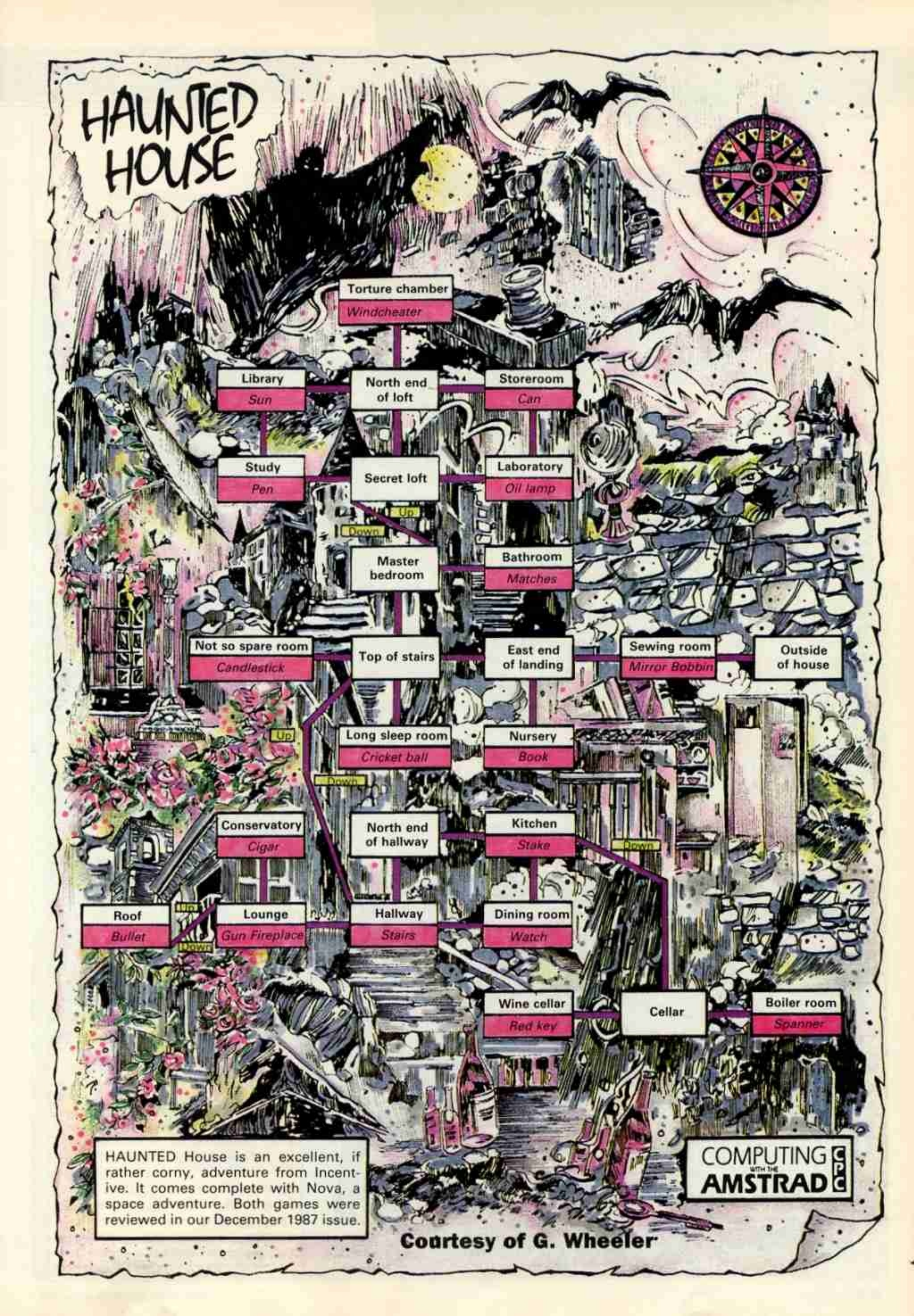


HAUNTED HOUSE
Torture chamber
Windcheater
Library
Sun
North end of loft
Storeroom
Can
Study
Pen
Secret loft
Laboratory
Oil lamp
Up
Down
Master bedroom
Bathroom
Matches
Not so spare room
Candlestick
Top of stairs
East end of landing
Sewing room
Mirror Bobbin
Outside of house
Up
Long sleep room
Cricket ball
Nursery
Book
Down
Conservatory
Cigar
North end of hallway
Kitchen
Stake
Down
Roof
Bullet
Up
Down
Lounge
Gun Fireplace
Hallway
Stairs
Dining room
Watch
Wine cellar
Red key
Cellar
Boiler room
Spanner
HAUNTED House is an excellent, if rather corny, adventure from Incentive. It comes complete with Nova, a space adventure. Both games were reviewed in our December 1987 issue.
COMPUTING WITH THE AMSTRAD CPC
Courtesy of G. Wheeler